Takeshi Miyaji

Takeshi Miyaji (宮路 武, *Miyaji Takeshi*, December 22, 1965 – July 29, 2011) was a Japanese video game developer who founded the development companies Game Arts (with his brother Yoichi Miyaji) and G-Mode. He was best known as the creator of the *Silpheed*, *GunGriffon*, *Lunar* and *Grandia* video game series.[1][2] His work on the *Lunar* and *Grandia* series in particular had a major influence on the development of role-playing video games.[2] He was the younger brother of Game Arts' CEO Yoichi Miyaji.

Biography

Takeshi Miyaji	
Born	December 22, 1965 Tokyo, Japan
Died	July 29, 2011 (aged 45)
Nationality	Japanese
Occupation	Video game developer

Takeshi began working programming for ASCII at the age of 15. He wrote a book on how to program while working for ASCII. At the age of 19, he co-founded Game Arts with his brother Yoichi. He was in charge of the Development Department of Game Arts for over the next 16 years. During that time, he acted as producer and director of various Games Arts titles, including *Silpheed*, *GunGriffon* and *Grandia*.[3]

Silpheed (1986) is a shooter game notable for its early use of real-time 3D polygonal graphics and a tilted third-person perspective.[4] He also worked on *Lunar: The Silver Star* (1992), which was among the earliest role-playing video games to tell an engaging story through its audio and video presentation. After working on its sequel *Lunar: Eternal Blue* (1994), his most successful and memorable video game would be *Grandia* (1997), which featured an innovative battle system and a strong story. *Grandia* is considered one of the strongest role-playing games during the 32-bit era and had two sequels produced.[2] His company Game Arts was also known for producing the early run and gun shooter *Thexder* (1985).[5]

In 2000, Miyaji left Game Arts and founded G-Mode, a game developing company specializing in the emerging mobile phone market and served as the company's Executive Director.

Takeshi died in 2011 at the age of 45 due to complications after surgery for a brain tumor.[6]

Works

- *AX-6* (1982, PC-6001) - Lead Programmer of "Space Enemy"
- *SX-2: Doitsu Afurika Sōkō Gundan* (1984, PC-6001) - Game Design and Programmer
- *Thexder* (1985, PC) - Producer
- *Silpheed* (1986, PC) - Director/Designer
- *Faria: A World of Mystery and Danger* (1990, NES) - Program Director
- *Harakiri* (1990, PC) - Director
- *Lunar: The Silver Star* (1992, Sega CD) - Designer
- *Tenka Fubu: Eiyū-tachi no Hōkō* (1993, Sega CD) - Director
- *Silpheed* (1993, Sega CD) - Director/Designer
- *Lunar 2: Eternal Blue* (1994, Sega CD) - Designer
- *GunGriffon* (1996, Sega Saturn) - Director
- *Grandia* (1997, Sega Saturn, PlayStation) - Director
- *GunGriffon II* (1998, Sega Saturn) - Director
- *Grandia II* (2000, Dreamcast, PlayStation 2) - Producer/Executive Director
- *Silpheed: The Lost Planet* (2000, PlayStation 2) - Producer/Planning Producer/3D Engine

References

1. "Silpheed designer dies aged 45" (https://web.archive.org/web/20120515223744/http://www.edge-online.com/news/silpheed-designer-dies-aged-45) . *Edge*. Next-Gen.biz. August 1, 2011. Archived from the original (http://www.edge-online.com/news/silpheed-designer-dies-aged-45) on May 15, 2012. Retrieved 3 August 2011.
2. Cooper, Hollander (1 August 2011). "Celebrating the life of Takeshi Miyaji: We remember one of the great's of JRPGs that passed away recently" (https://archive.today/20130123221142/http://www.gamesradar.com/f/celebrating-the-life-of-takeshi-miyaji/a-20110801195659643028) . GamesRadar. Archived from the original (http://www.gamesradar.com/f/celebrating-the-life-of-takeshi-miyaji/a-20110801195659643028) on 23 January 2013. Retrieved 3 August 2011.
3. "Grandia Creator Takeshi Miyaji Dead at 45" (https://archive.today/20130506161649/http://www.andriasang.com/e/blog/2011/08/01/miyaji_death/) . Archived from the original

(http://www.andriasang.com/e/blog/2011/08/01/miyaji_death/) on 2013-05-06.

4. Travis Fahs (July 24, 2008). "Silpheed Review" (http://uk.retro.ign.com/articles/893/893504p1.html) . IGN. Retrieved 2011-03-16.
5. Toyad, Jonathan Leo (2 August 2011). "Game Arts founder dead at 45" (http://uk.gamespot.com/pc/action/thexder/news/6326241/game-arts-founder-dead-at-45) . GameSpot. Retrieved 3 August 2011.
6. Gifford,Kevin (October 5, 2011). "Game Arts Co-Founder Takeshi Miyaji's Last Interview" (https://web.archive.org/web/20121109051442/http://www.1up.com/news/game-arts-co-founder-takeshi-miyaji) . 1up.com. Archived from the original (http://www.1up.com/news/game-arts-co-founder-takeshi-miyaji) on 2012-11-09. Retrieved July 18, 2012.

External links

- G-Mode (http://g-mode.co.jp/)